DDTester + main(String[] args): void GameSession - PARTYSIZE: int SFX - classes: String[] - party: Party + mixer: Mixer - gameOver: boolean - gameWon: boolean + clip: Clip + audioFile: File +input: Scanner + GameSession(Scanner) +SFX(String) + play() + newGame() - characterClassName(String): String + stop() + loop() + credits(): void + changeBGM(SFX oldBGM, SFX - displayClasses(): void + foundExit(Maze): boolean newBGM) - generateParty(): void - getCharacterClass(String): String - getCharacterName(): String + getCommand(): String + printHelpOptions(): void + getPartyStats(): void + isGameOver(Maze): boolean + navigate(Maze): String + newGame(): void Party - printSplash(): void - regexCheck(String, String): boolean - partyMembers: ArrayList<Character> + intro(): void + synopsis(): void + Party() + titleScreen(): void + addMember(Character): void + removeMember(Character): void + isDefeated(): boolean + partyStats(): void